

Roguish Archetype: Shadowdancer



Shadowdancers are Nyxad Scouts and Assassins trained in the Art of Murder. Dancing with Darkness and being highly skilled combatants. They seem cute and harmless in their black spider silks, with at the very least, a dagger on each thigh beneath her skirt. She weaves gracefully across the battlefield like a ballerina of death, leaving cleanly made corpses in her wake. A Shadowdancer must be a Nyxad and must have at least 13 in each of Dexterity, Intelligence, and Charisma and at least 11 Wisdom.

Sidebar: Tweaking your Nyxad Rogue to feel more Nyxady

A level 1 nyxad rogue opting to choose to eventually become a Shadowdancer may choose to make the following trades at 1st level. Their restrictions if they make this trade are

- They are no longer allowed to multiclass or gain armor proficiencies or other unarmored defense calculations from outside sources such as multiclassing or feats
- They lose light armor proficiency and all weapon proficiencies except dagger, unarmed strike and shortbow
- Their strength and constitution scores can never exceed 14, even with magical assistance
- They may not benefit from magical increases to intelligence. Their intelligence must be natural or trained
- At level 3, they must pick the shadowdancer subclass
- They must meet all ability score requirements to take shadowdancer normally
- If they haven't made this trade at level 1, they must make it upon becoming a shadowdancer at level 3
- You lose sneak attack

In Return they get at level 1

- They add their proficiency bonus to their AC in addition to their Dexterity Bonus when not wearing armor and not carrying a shield
- They gain proficiency in the insight, performance and investigation skills. For each of these skills they already had proficiency in, they may choose a different skill to gain proficiency
- They may deal either slashing or piercing damage with daggers
- You add your ability score bonus to your offhand dagger and may attack once with each dagger as part of the same attack action

Alluring Dance of Dark Innocence

Upon reaching 3rd level as a Rogue and becoming a Shadowdancer, a young Nyxad Learns the Alluring Dance of Dark Innocence, a Martial Style that interweaves paired small blades with fast movement, unbalancing kicks, and mystical Shadow powers. She Gains the following features.

- Her Base Movement Speed increases by 10 feet
- a Shadowdancer may draw a hidden dagger in each hand for no additional action cost as an innate part of making a dagger attack. She may even draw her daggers from a concealed location like a garter holster this way. She does not need to have remaining daggers listed on her character sheet to do this. She always has spare daggers even when imprisoned or captured. These daggers disappear when they leave her hands or after being thrown, preventing them from being sold for cash.
- A Shadowdancer treats her unarmed attacks with her feet as simple weapons that deal 1d4 bludgeoning damage, have the light and finesse properties, and count as daggers for the purpose of her class features and feats that reference or require daggers. She may replace her

dagger attacks with her unarmed strikes as she pleases. Dealing her choice of bludgeoning damage with her feet or dealing slashing or piercing damage with her daggers and may freely alternate between them. Unarmed attacks with her feet are referred to as kick attacks.

- A Shadowdancer may opt to make her dagger or kick attacks inflict psychic or necrotic damage instead of their standard damage type on the fly as she pleases. Her dagger and kick attacks both count as magic weapons for the purpose of bypassing resistance or immunity
- You gain the other unspecified benefits and drawbacks of the level 1 sidebar trade whether you want them or not.

Shadowdancer's Precision

A Shadowdancer permanently loses the Sneak Attack Feature of a Standard Rogue and gains the following in return at 3rd level. This feature is always active and need not meet sneak attack criteria to be applied.

- A Shadowdancer adds an amount of flat damage to all of her dagger and kick attacks equal to her rogue level. This is her compensation for permanently losing access to sneak attack. This applies with no limit in the number of times per turn. This damage bonus does not multiply on a critical hit,
- A Shadowdancer adds her ability bonus to the damage roll of her offhand dagger attacks and may attack once each with a dagger in each hand as part of the same attack action or opportunity attack without spending her bonus action to do so, at 5th level, she gains the extra attack feature, but only when wielding a dagger in each of her hands
- A Shadowdancer adds her proficiency bonus to her initiative rolls.

Shrouded Arcana: Cantrips

at 3rd level. the Shadowdancer gains a handful of Innate spells from her Connection to the Shroud called Shrouded Arcana. her Shrouded Arcana uses Intelligence for their Spellcasting Ability for the Purpose Spell Attacks and Spell DCs. none of her Shrouded Arcana Require Verbal, Somatic or Material Components nor do they use spell slots. but some have separate limited pools of uses. Her First 3 Shrouded Arcana are the Minor Illusion, Prestidigitation, and Message Cantrips.

Frightfully Adorable

Also at 3rd level, a Shadowdancer is a master of knifing things in the dark. When attacking a foe in Dim Light or Darkness, or attacking an enemy suffering from the Frightened Condition, she gains advantage on the attack roll. In addition, she gains advantage when attacking enemies adjacent to at least 1 wall or pillar on at least one facing.

Shrouded Arcana; Shadow Step

At 9th level, a Shadowdancer learns her next Shrouded Arcana: the Shadow Step, a high-speed form of movement comparable to the flash step in most shonen anime, using the Shroud to shorten distances

traversed. As a Bonus Action, she may effectively teleport up to 60 feet, and she gains Advantage on the next Attack roll she makes before the end of her next turn.

Shrouded Arcana: Secret Messenger:

at 9th level a Shadowdancer may cast Pass Without Trace or Sending without verbal, somatic or material components and without expending a spell slot. She may cast either one of these two spells in any combination without using slots a combined number of times equal to her Proficiency Bonus, regaining all expended uses on a Long Rest.

Adorable Bundle of Headpats and Murder

At 13th level, when a Shadowdancer Reduces a Foe to 0 HP or Scores a Critical hit with her Daggers. All enemies within 30 feet of the Shadowdancer must make a Charisma Saving Throw with a DC equal to the Shadowdancer's Shrouded Arcana Spellcasting DC or be Frightened and Paralyzed for an entire Minute, ignoring immunity to either Condition. Affected Targets get a new saving throw to end both conditions on the end of their turns.

Additionally. she may spend a bonus action to become invisible while standing in a dimly lit or dark area. becoming even invisible to Darkvision or Devil's Sight. A Bright Light Reveals the Shadowdancer and dispels her invisibility. If she is invisible before the start of the fight, she rolls her initiative with advantage

Blissful Murderer

at 17th Level: once per encounter. a Shadowdancer who either reduces a foe to 0 HP or scores a critical hit with her daggers immediately invigorates herself with the cheery bliss of her enemy's defeat. gaining an entire new turn after her current one resolves